**"A finite game is played for the purpose of winning or losing;
An infinite game is played for the pleasure of continuing to play."**

What is a Storytelling / Roleplaying Game?

Gaming (the verb for "playing role-playing games") is a sophisticated way for adults to play make-believe. It's basically an activity where some of your friends come to your house, eat your food, and pretend to be people they aren't while improvising an imaginary story with one another. It is an interactive pastime, an adventurous escape from the mundane world for a few hours, just like going to the movies with your friends. At its best, roleplaying is a healthy expression of creativity and problem-solving skills. At its worst, a harmless waste of time for geeks the world over.

The Pocket RPG

Is a one-page "flyer game" published by **Lucid Games** to help promote the gaming hobby. Please print this PDF on a single sheet of paper, front and back (make sure both sides are right-side-up), and fold it in half lengthwise. Voila! A simple 4-page pamphlet you can mass-produce and hand out to your heart's content. Have fun!

THE POCKET RPG SYSTEM

A portable game

In the Pocket RPG system characters are created by coming up with three sentences. The first sentence is a description of who and what the character is. The second sentence is a description of what the character can do well. The third is a piece of information about the character's background, or a hook that can be used to draw the character into adventures.

> **For example**: The Crimson Fox, who is secretly noblewoman Lady Kate Berreton, is a masked and cloaked freedom fighter. She is a mistress of disguise and forgery with exceptional skill at swordplay. She considers the tyrannical Baron of Montaigne responsible for the death of her twin sister.

This character synopsis can be followed by as much or as little background detail as the player feels comfortable creating, from a few more sentences, to a straightforward equipment list, to an entire short story about the character.

Characters either have skills or do not; there are no attributes, skill levels, numerical values, or other record keeping. There is no reason to define characteristics that are merely average, since a character's outstanding qualities are the only ones that really have any impact on the course of the game.

Mechanics

Whenever you are facing a difficult situation or squaring off against an opponent, you must roll dice, draw playing cards, or flip coins (or a combination of these methods - it doesn't matter). Each positive result counts as a "success." The goal is to beat your opponent's number of successes (or, if trying to perform a straightforward action, to achieve a certain number of successes).

"Positive Results" means different things depending on what resolution method is used:

· **Coins**: Heads are successes, Tails are failures

· **Cards**: Red suits are successful, Black suits are failures

· **Dice**: Evens are successful, odds are failures

If you are trying to perform a simple action, you need to get at least one success. Examples of simple actions are: striking or shooting an opponent, swinging across a chasm on a rope, or docking a space fighter.

If you are trying to perform a complex action, you need to get at least two successes in a row. Examples of complex actions are: striking or shooting an opponent with intent other than just hitting that opponent, swinging across a wide chasm while under fire, docking a severely damaged space fighter.

If you are trying to perform a difficult action, you need to get at least three successes in a row. Examples of difficult actions are: felling an opponent with one shot, jumping across a wide chasm while under fire, docking a severely damaged fighter in the midst of a storm.

Combat

This system uses an extremely fast-paced combat system. Though simplistic, it is very useful. An attack would be either heads or tails, for example, and to successfully defend, you would have to do the same as the attacker - i.e. heads blocks heads. Fantastic as it seems, there are players out there who prefer to get through combat somewhat quickly, and do not much care for the details. On a successful hit, the attacker determines what happens to the defender, such as whether they take damage, or are just stunned, or have their equipment damaged, and so forth. In this combat system, it is impossible to kill an opponent outright; The most you can do is knock them out or otherwise give them a disabling injury. What happens after that is up to the players and narrator.

Game Ideas

"The Tomb of xagyG" - An Indiana Jones style game. Players need to enter the tomb, outwit the traps, and get the treasure and get out before something bad happens to them...
"It Attacks!" - A humorous game based on "B-" horror movies, with the characters fighting alien brain men, evil stuffed toys, blind telepathic albino sewer 'gators, and more
Pulp Adventures - Take place in the 1920's to late 40's. Nonstop action, like the *Indiana Jones, Sky Captain and the World of Tomorrow,* and *Mummy* films.
Space Opera - SciFi/Space adventures in the old school Star Trek / Star Wars tradition.
Modern-Day Occult Game (aka ShadowStalkers)- A game set in our modern, contemporary world, except that (unknown to mundane humanity) magic is real, vampires and/or other monsters are hiding in the shadows, and ancient conspiracies are probably screwing with society.
The Chronicle - A game of tongue-in-cheek high weirdness, where the characters are reporters for a cheesy supermarket tabloid (like *The Weekly World News*) in a modern world where *everything* in the tabloids is **true**.